

Business Model

FIGURE 1

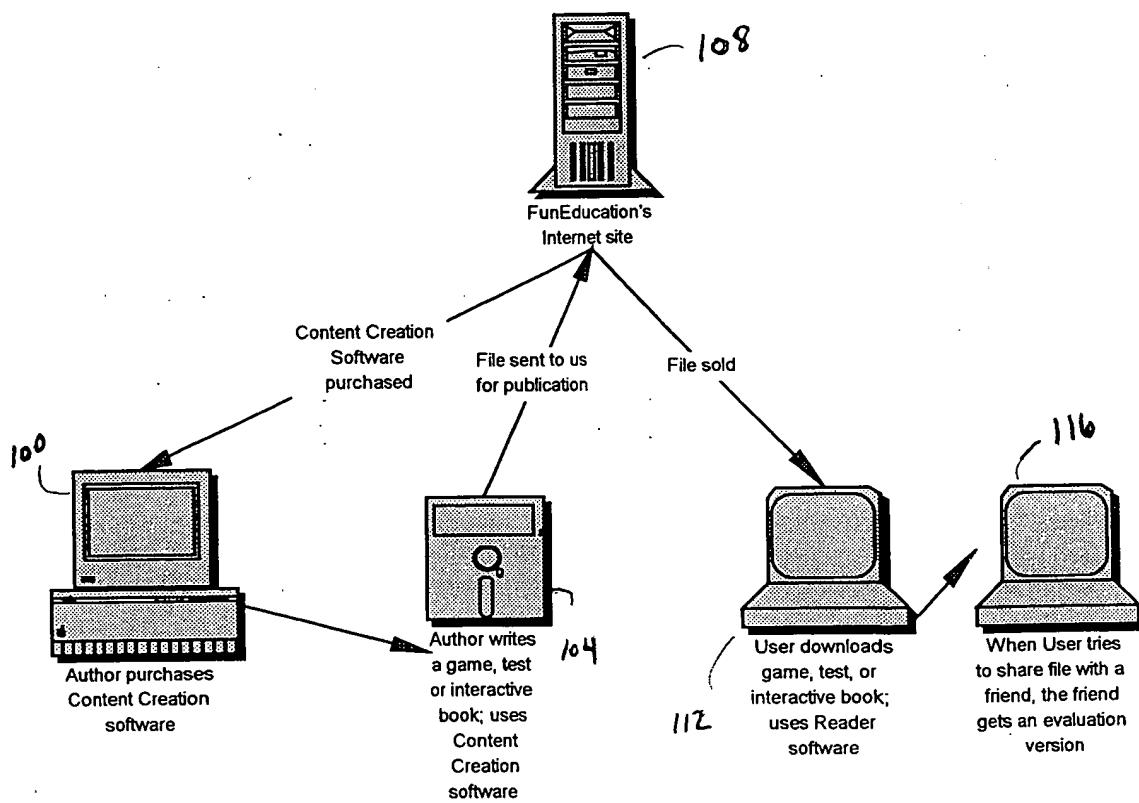


FIGURE 2

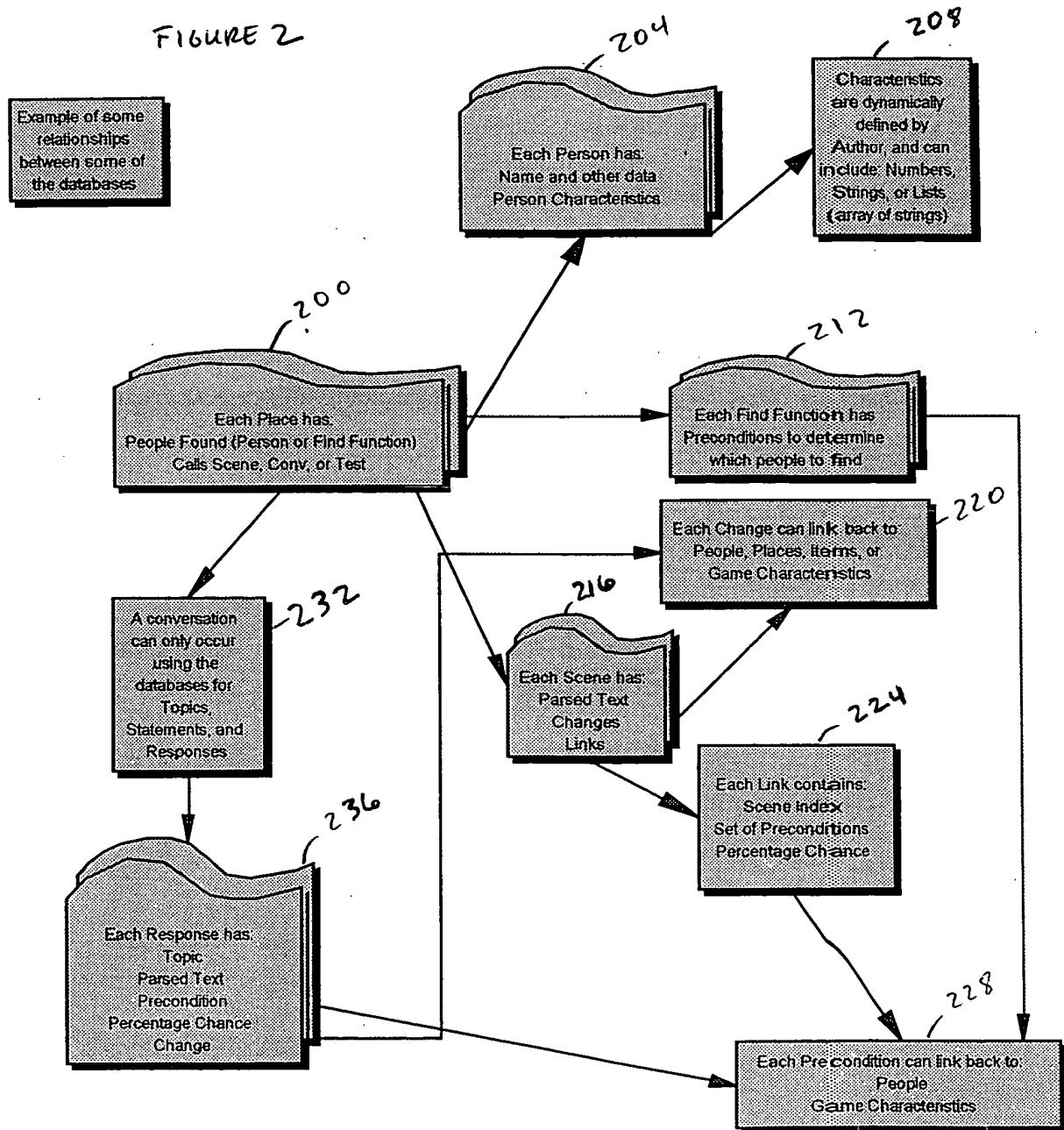
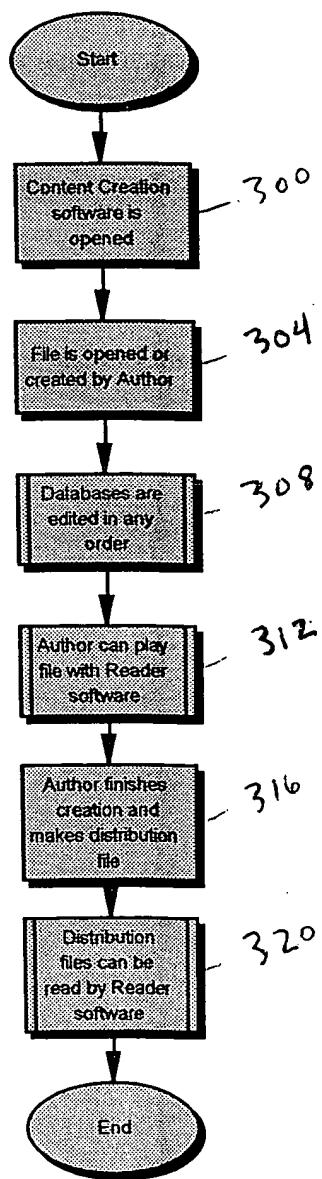


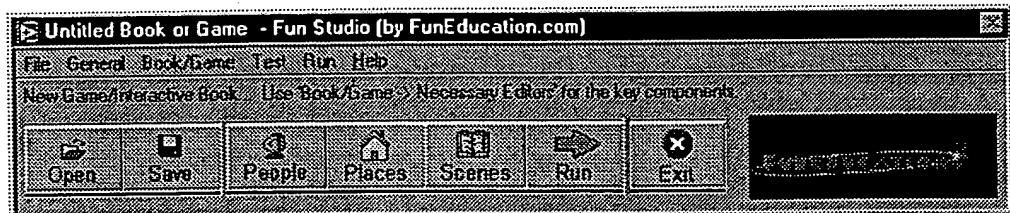
FIGURE 3



Two views of the Writer software.

The top view is for making an interactive book or game. The menu bars are all active, and the toolbar changes to display People, Places, Scenes, and Run.

Figure 4



The bottom view is for making a simple test. The toolbar changes for a test view.

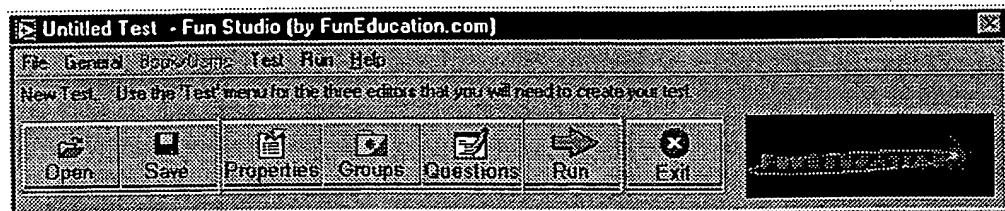
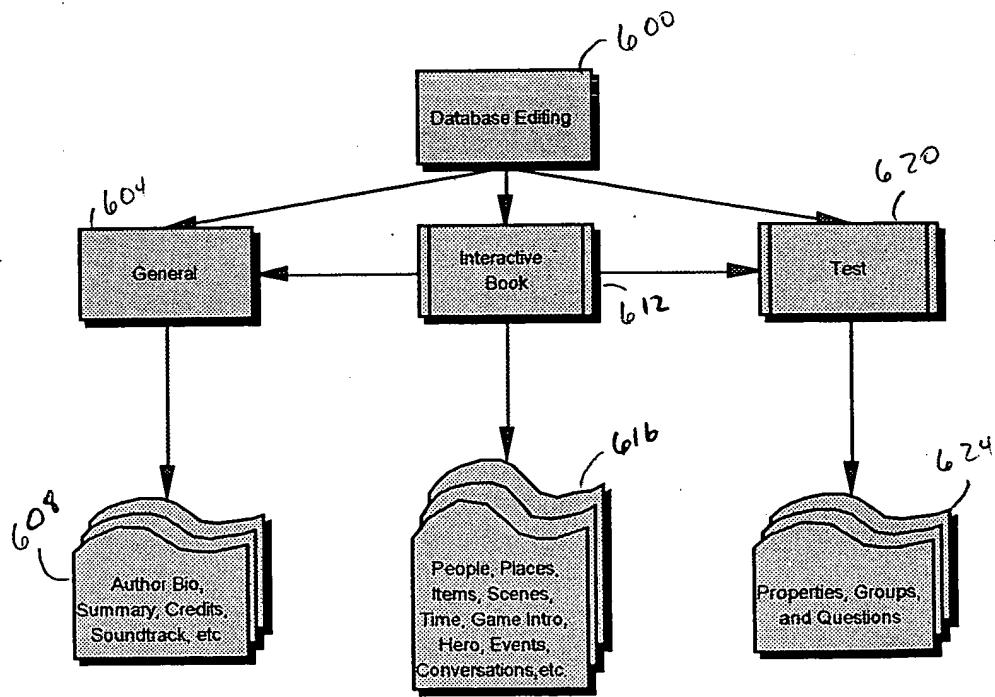


Figure 5

Figure 6



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Content Authoring
Process: one
example

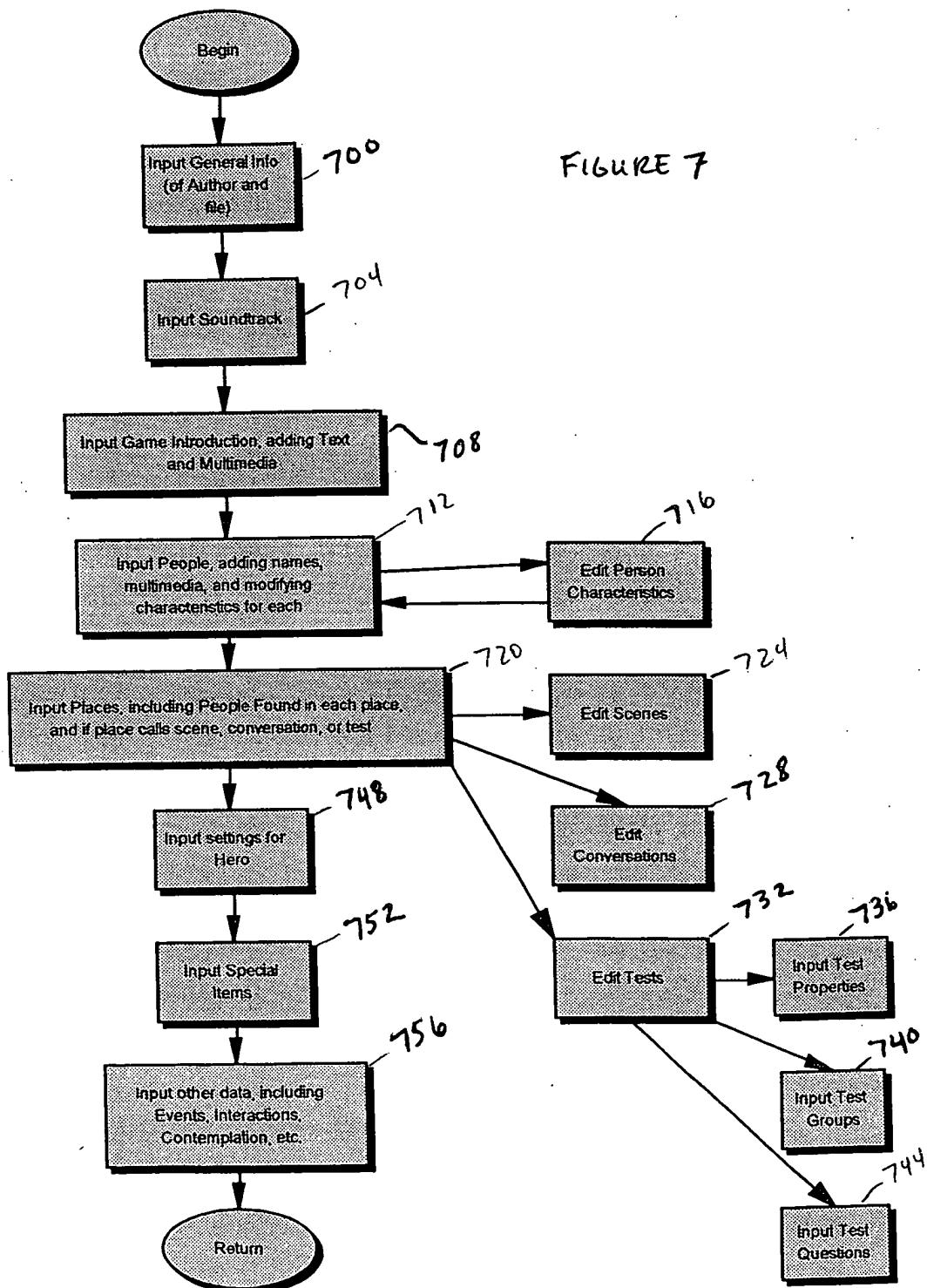


FIGURE 7

Places Editor

Places

Austin

San Diego

Places Editor

Scene

2 of 2

Name: San Diego

Place is Accessible Initially

Sound: None

Links

Go To: Goto: San Diego Scene 1
(with Fire condition. No preconditions are set.)

People Found

100% chance

People Found there:

Tom (50%)

Susie (50%)

Edit Scene

Scene

Scene

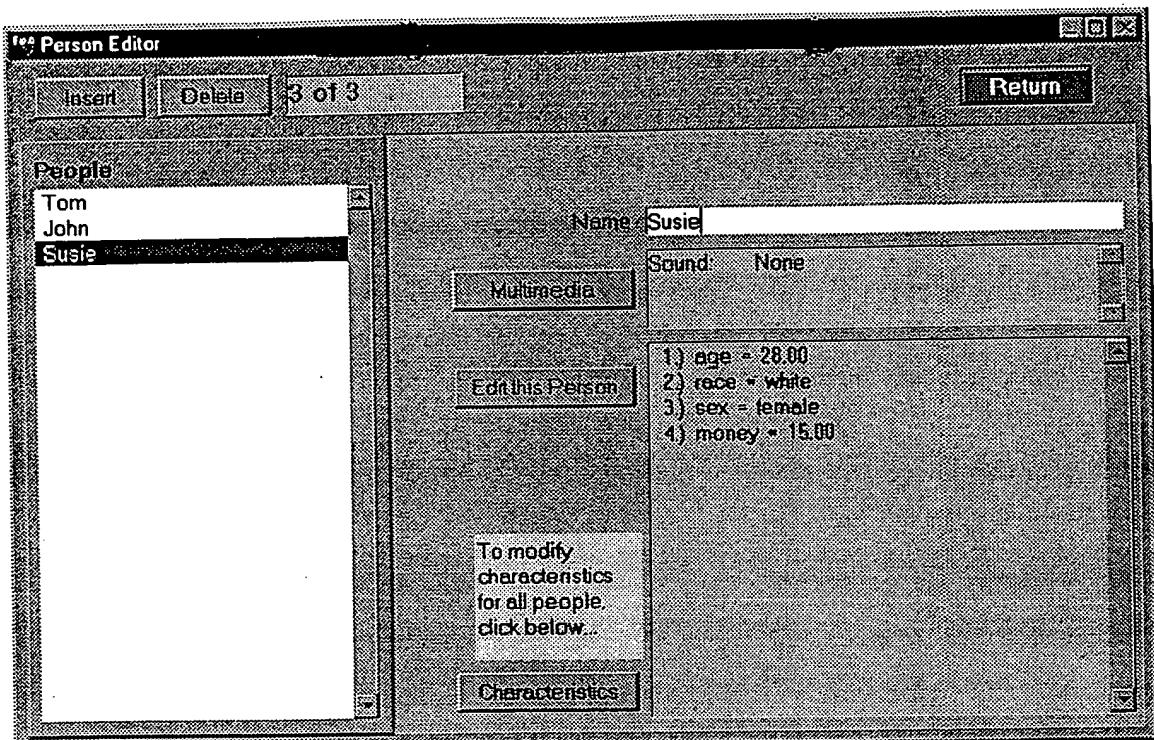
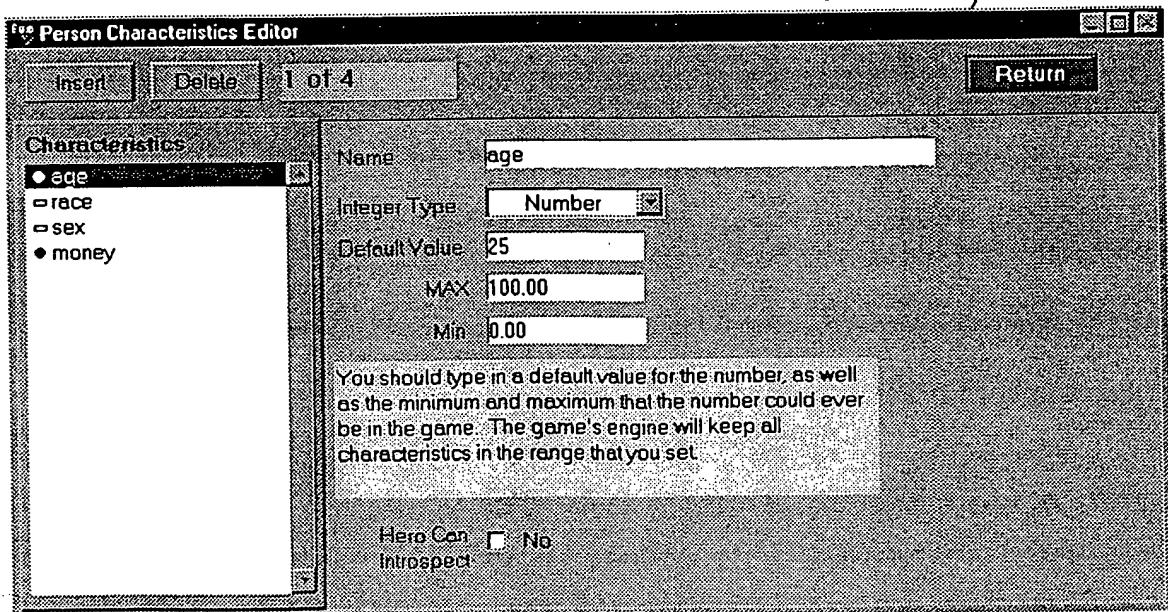


Figure 9

Figure 10



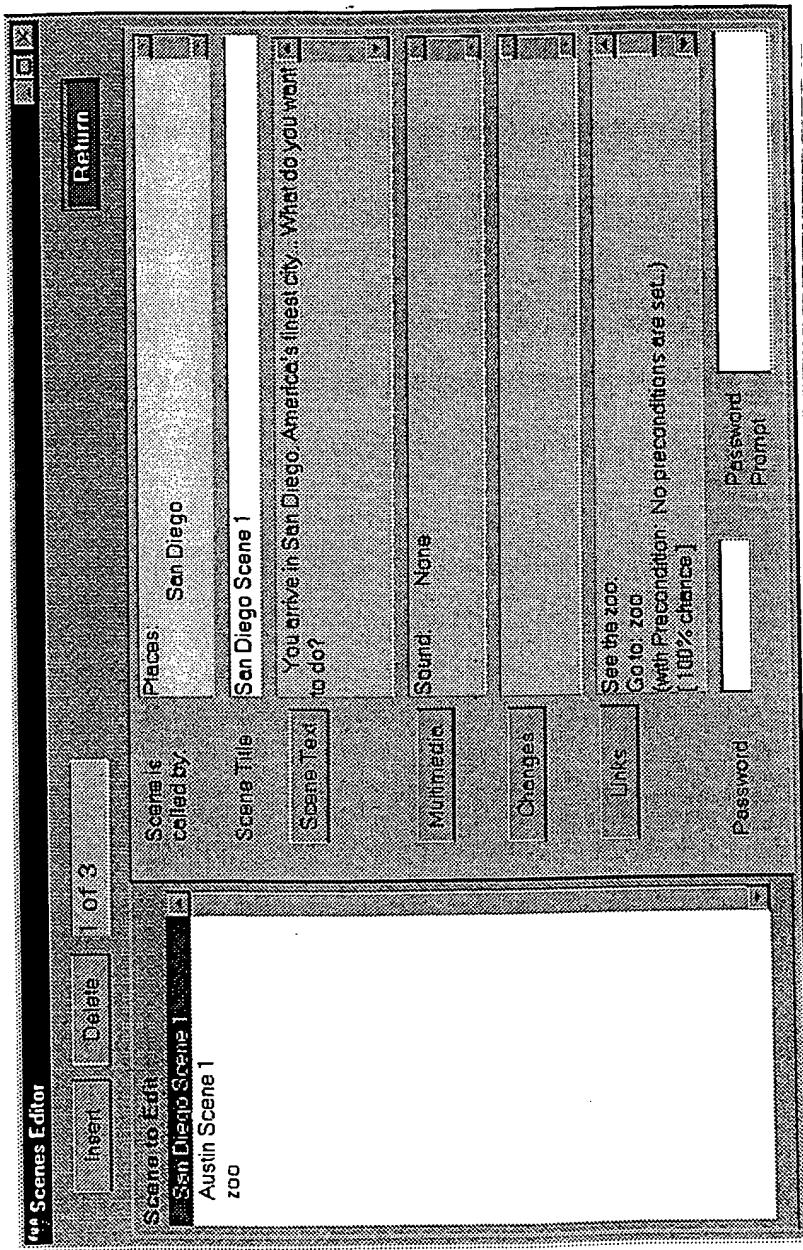


FIGURE 11

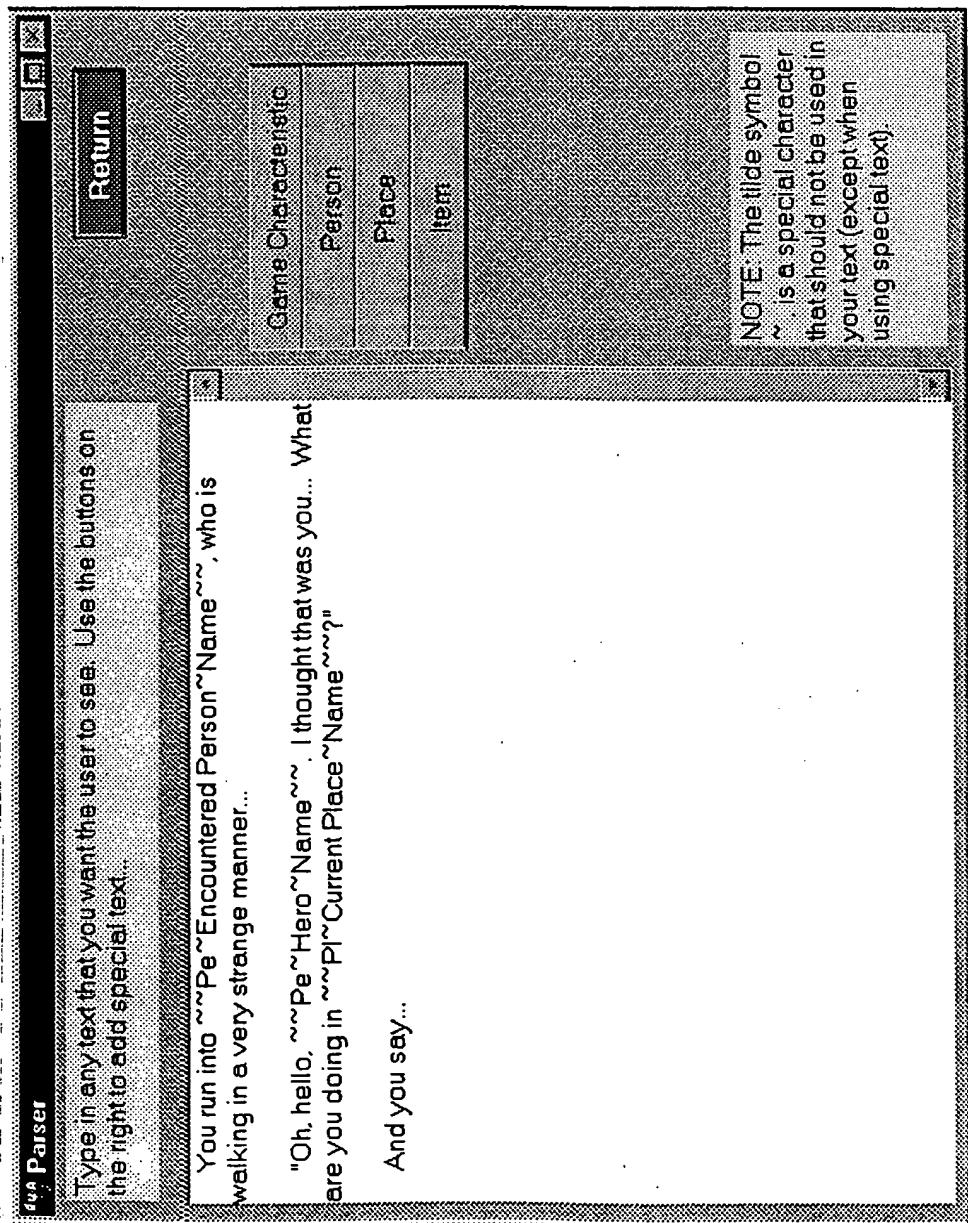


Figure 12

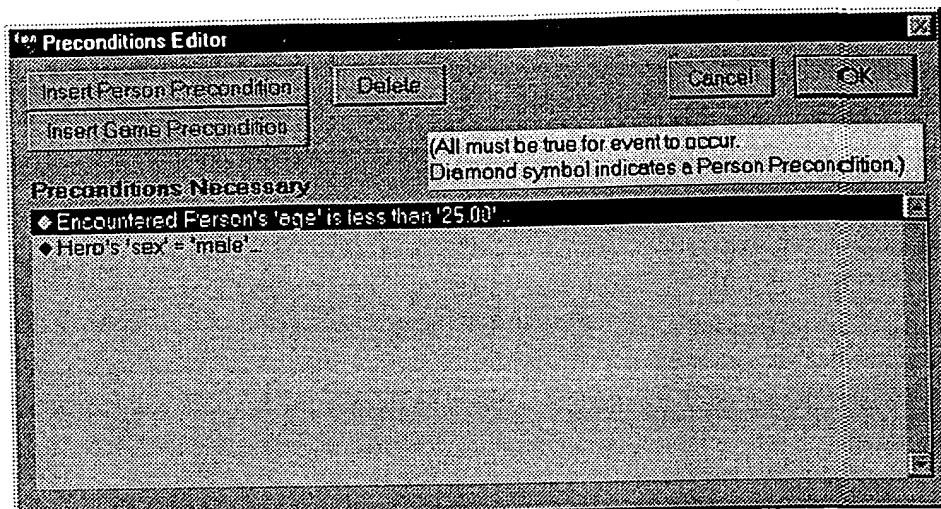


FIGURE 13

The top screenshot shows how the user can create a set of preconditions. The bottom one shows how each precondition is made. All information for the preconditions is pulled automatically from the appropriate databases.

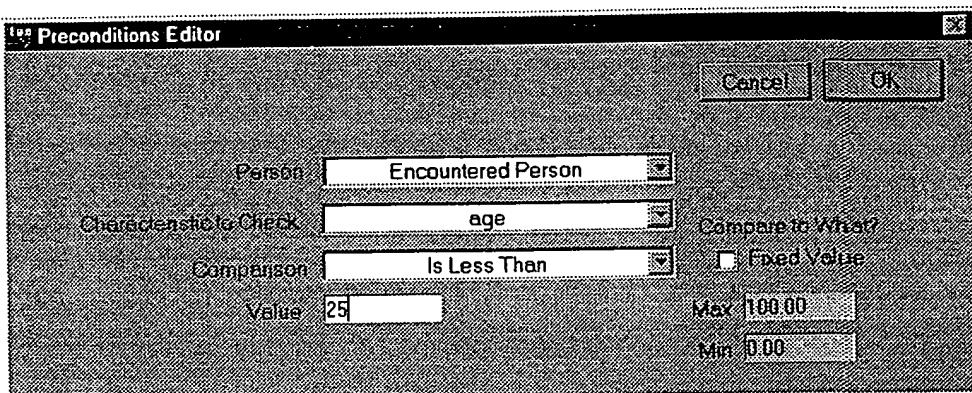
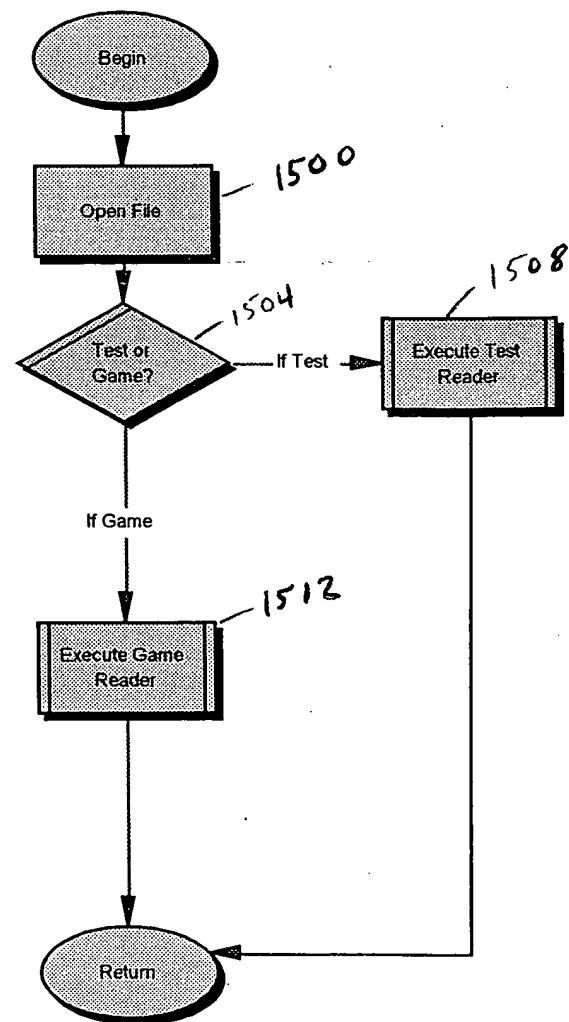
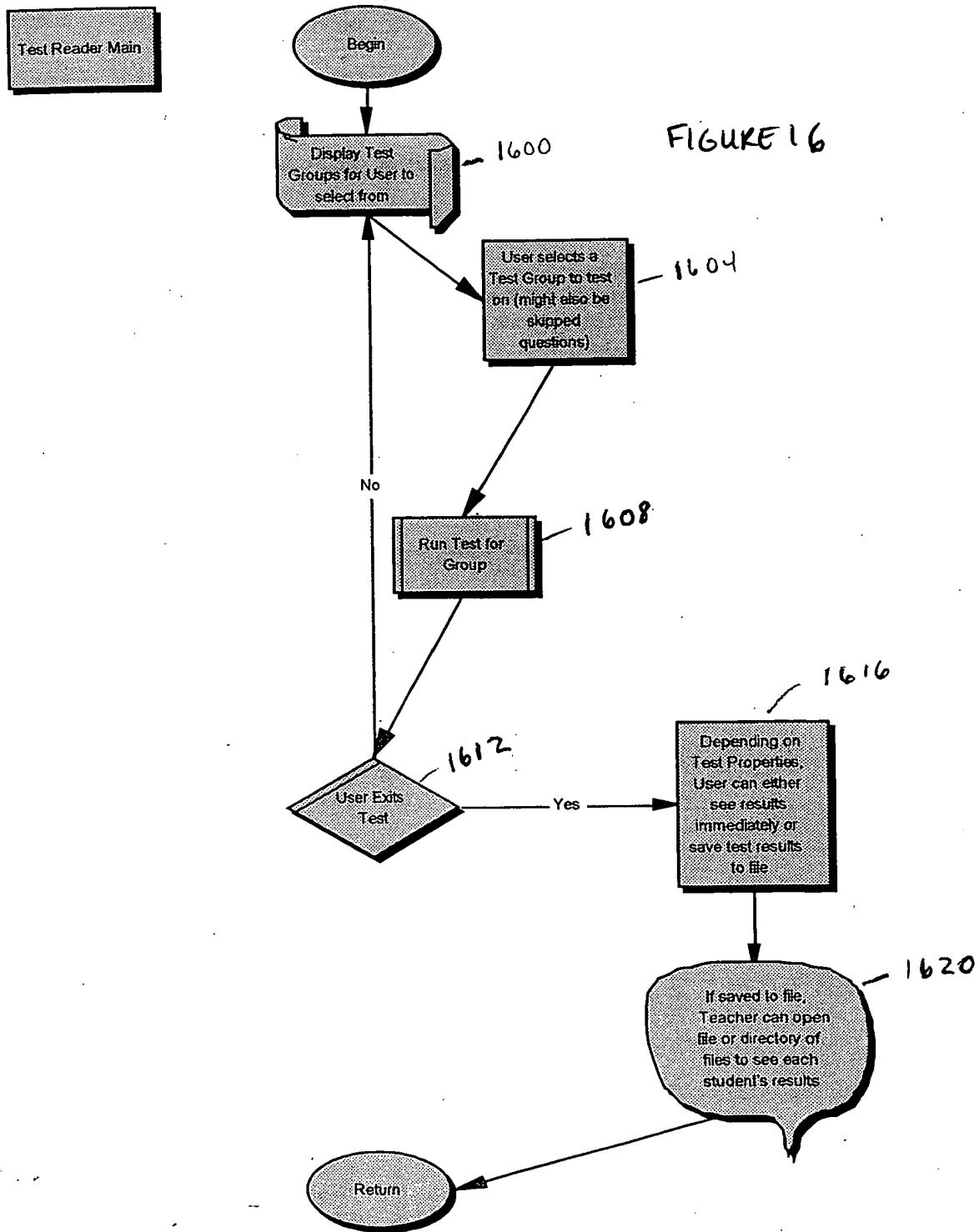


FIGURE 14

Reader High
Level

FIGURE 15





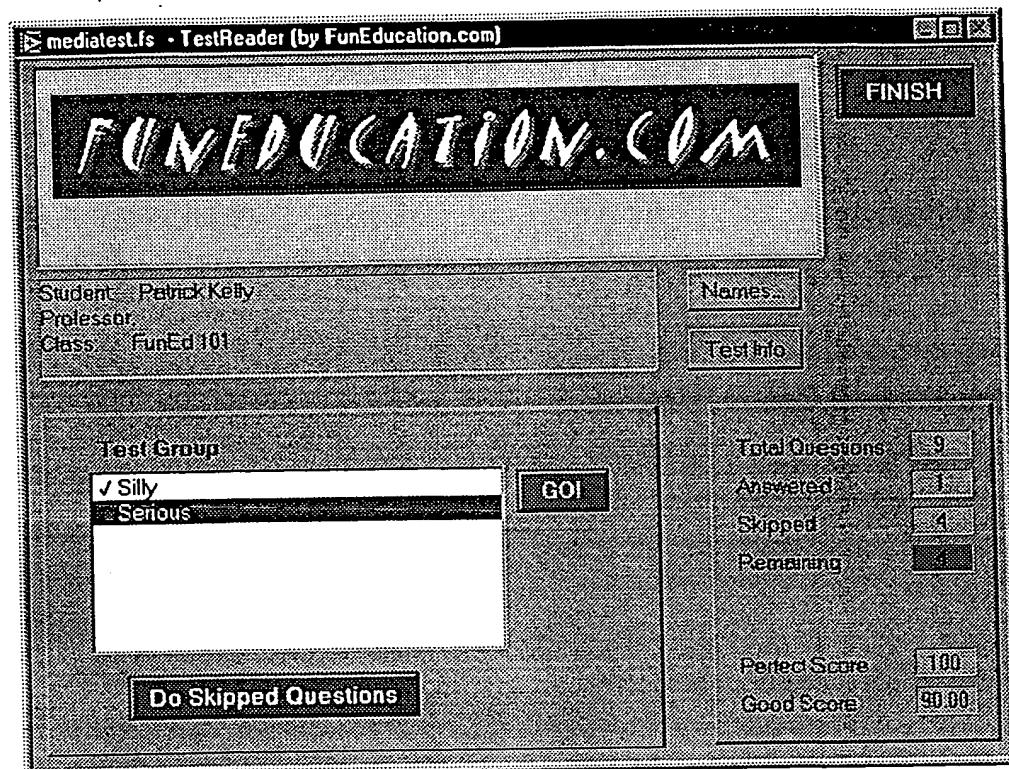


Figure 17

FIGURE 18

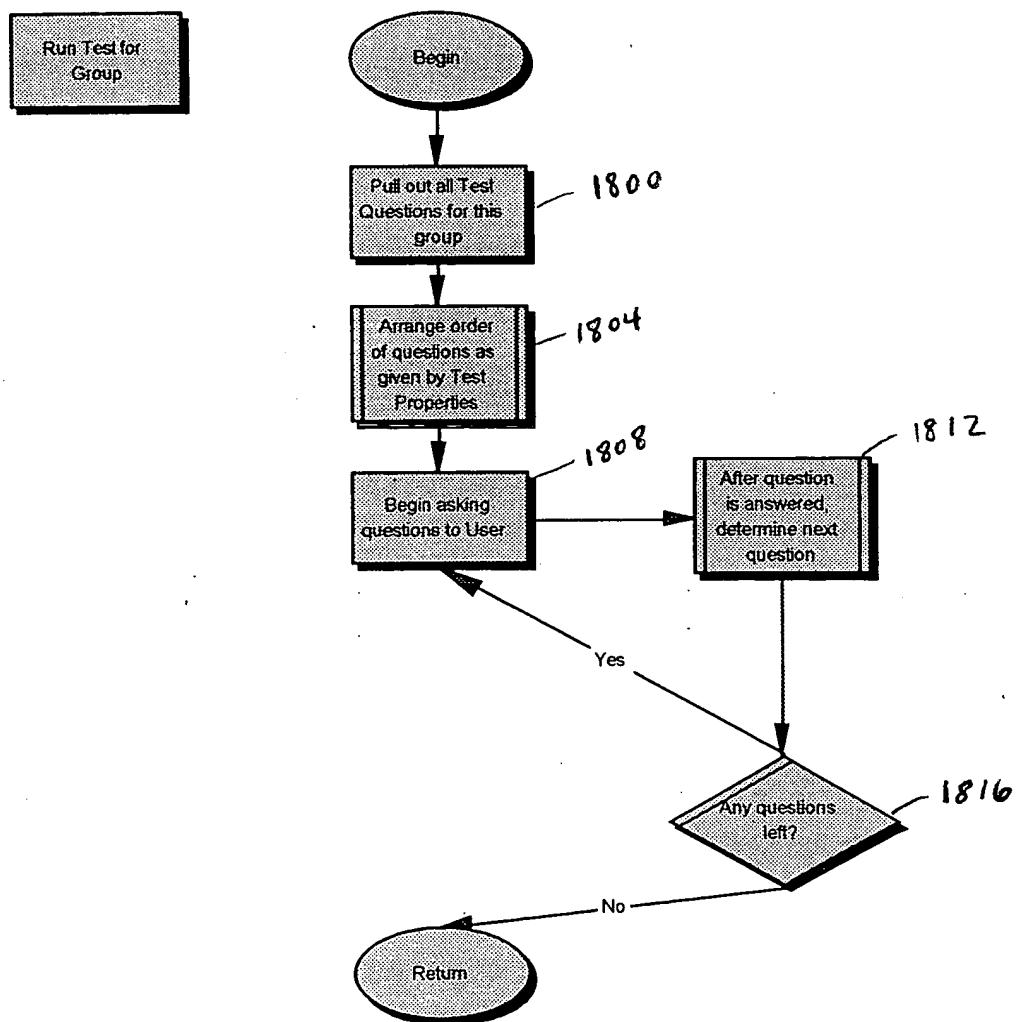


FIGURE 19

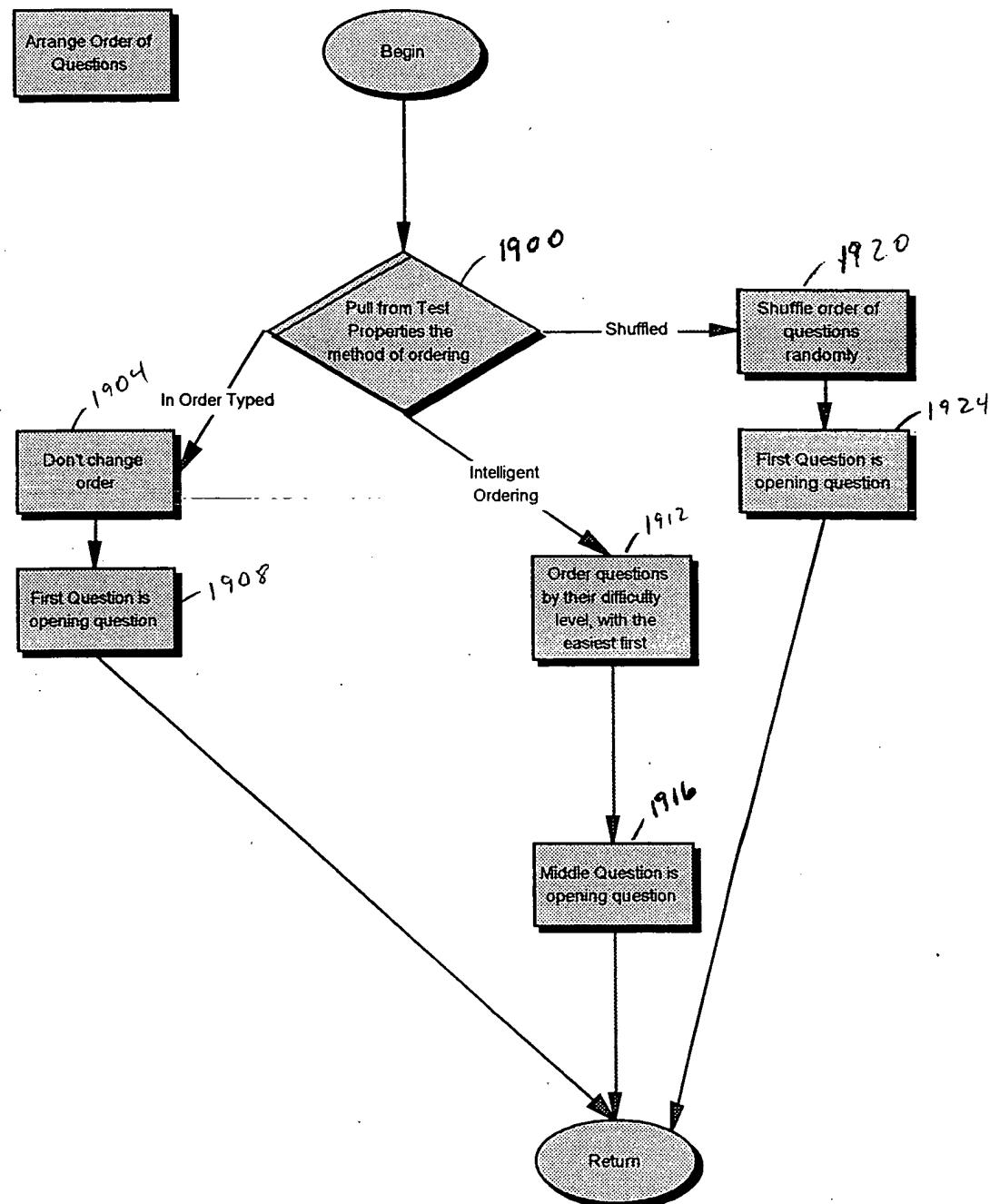


FIGURE 20

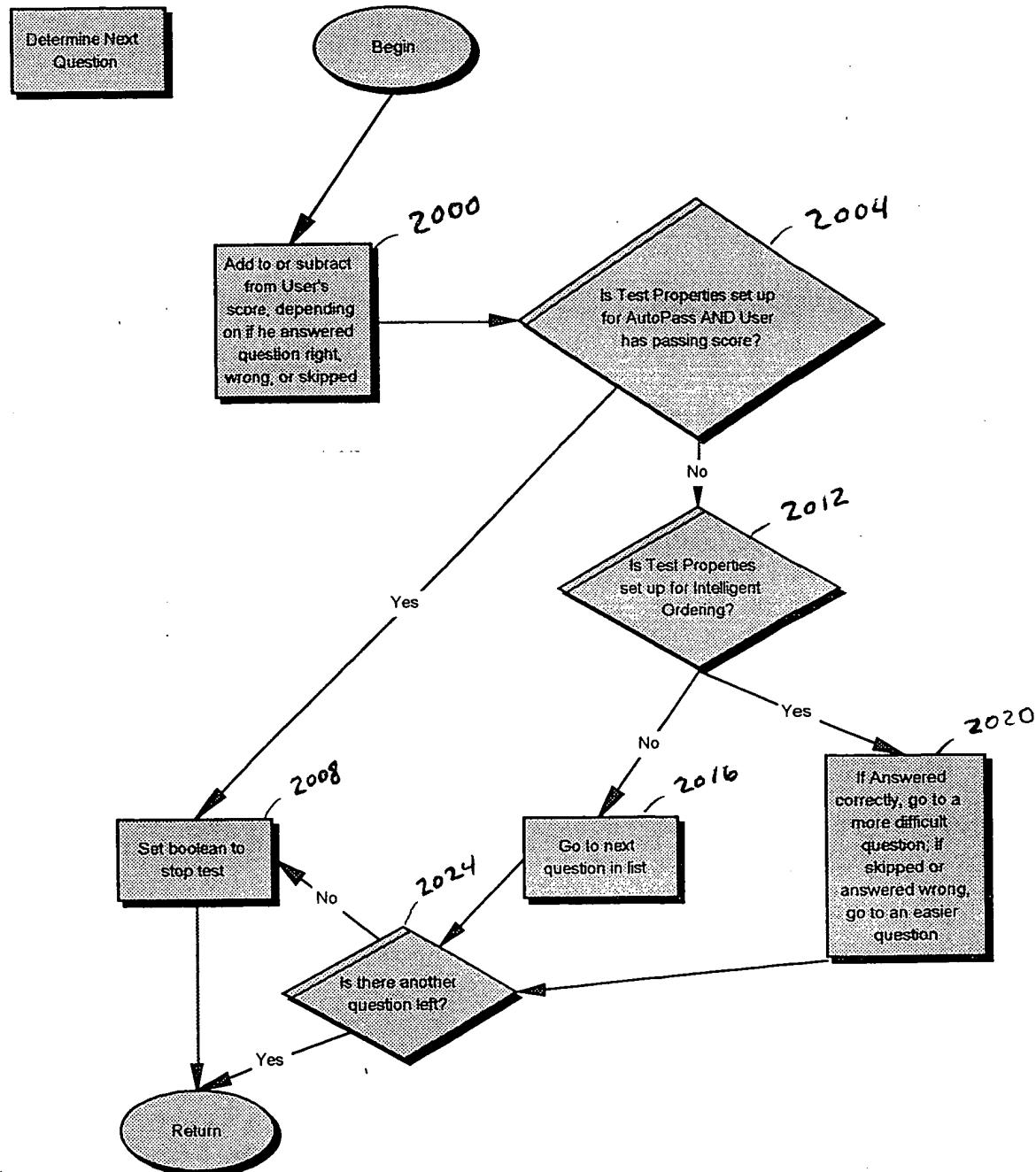


Figure 21

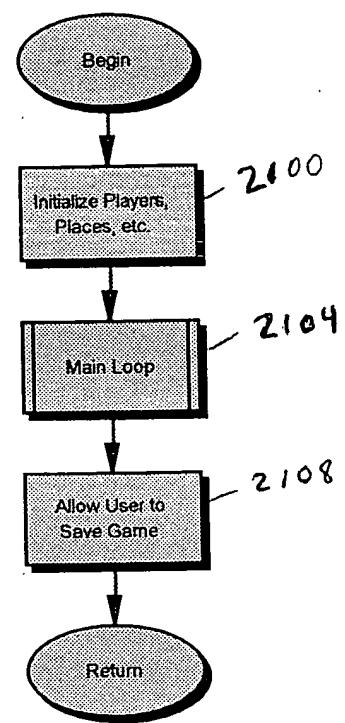
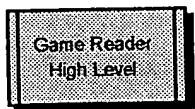


FIGURE 22

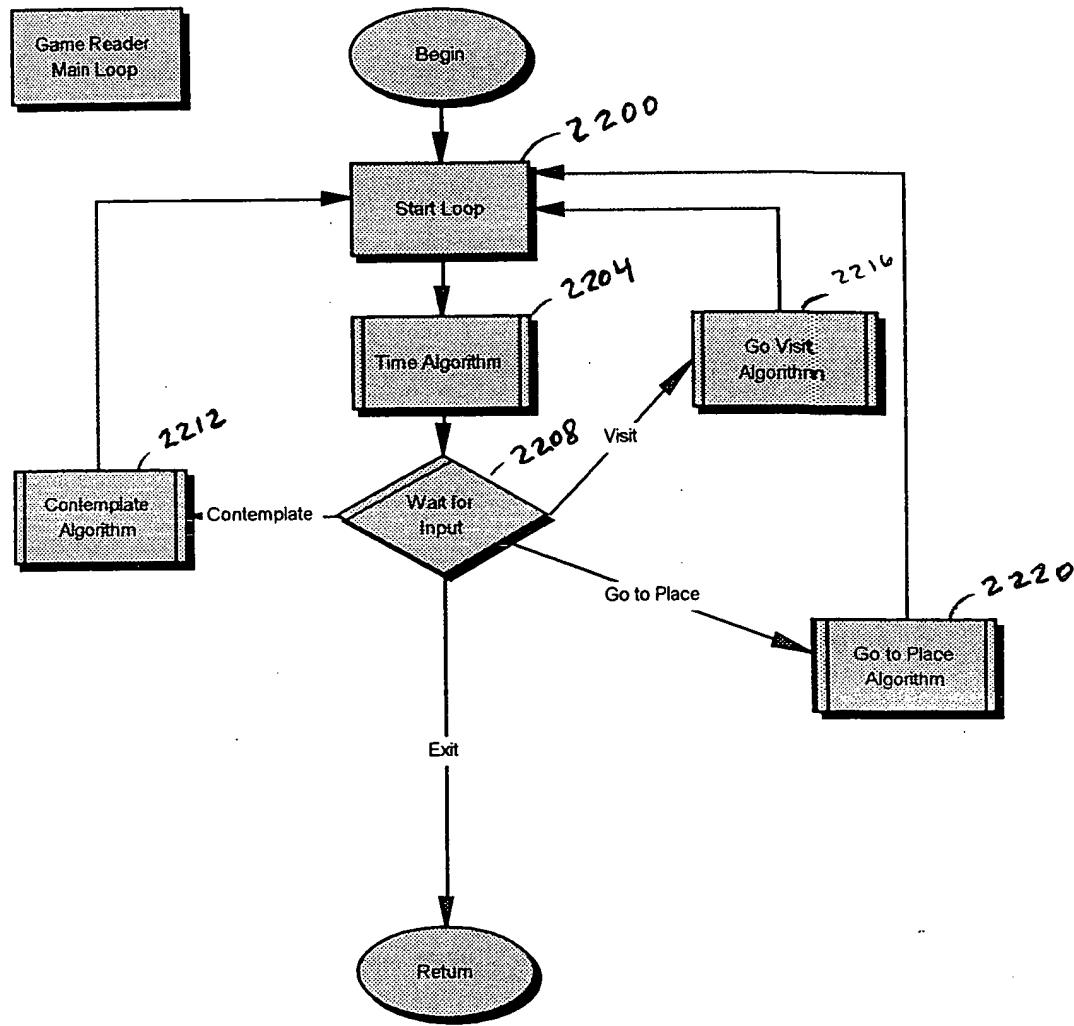


FIGURE 23

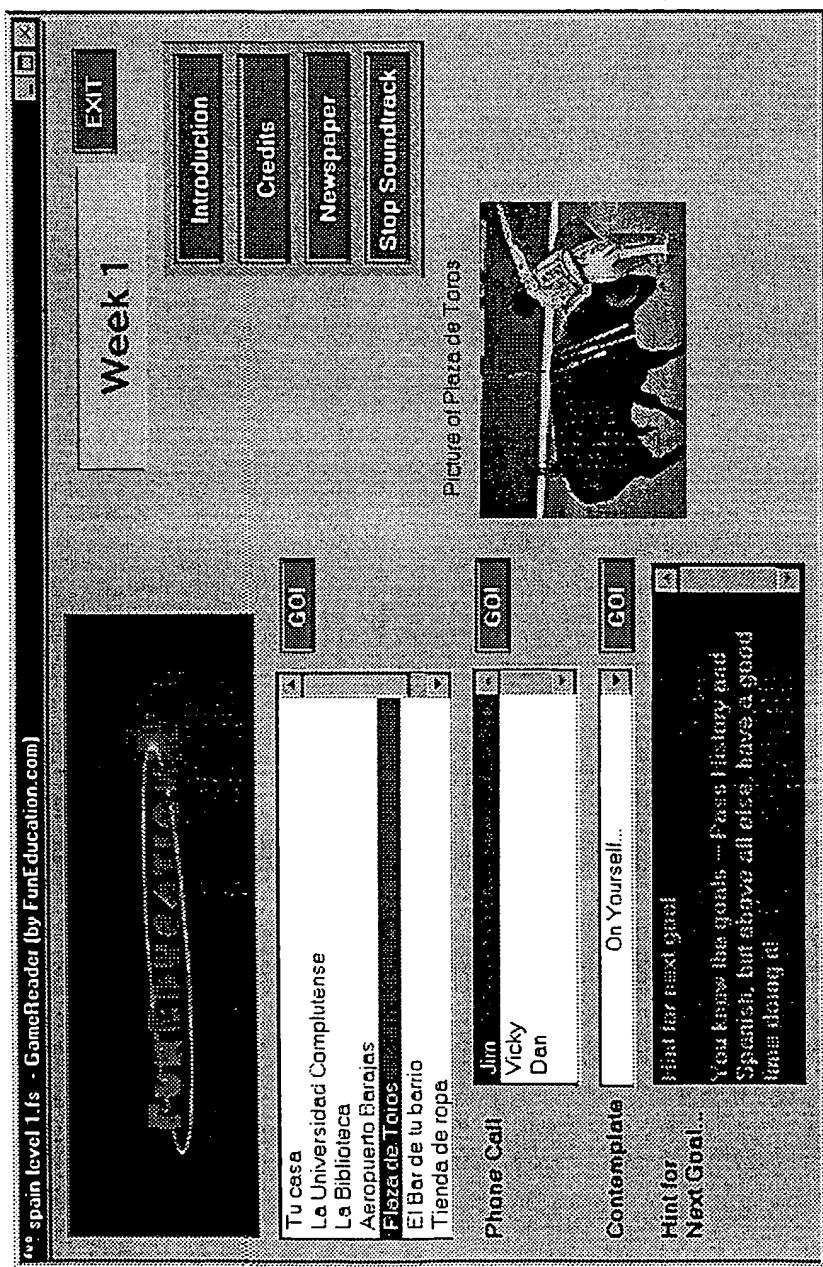


FIGURE 24

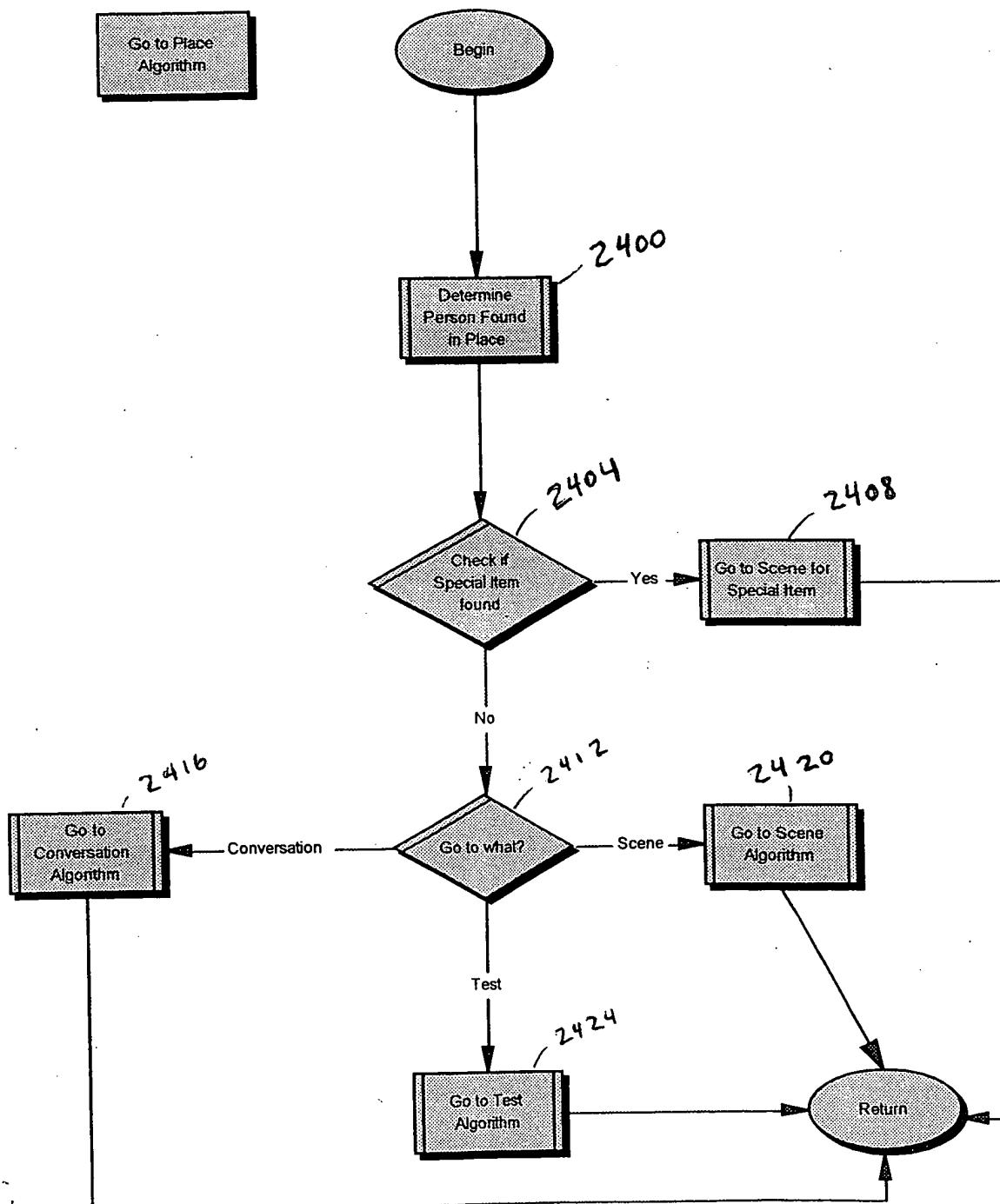


FIGURE 25

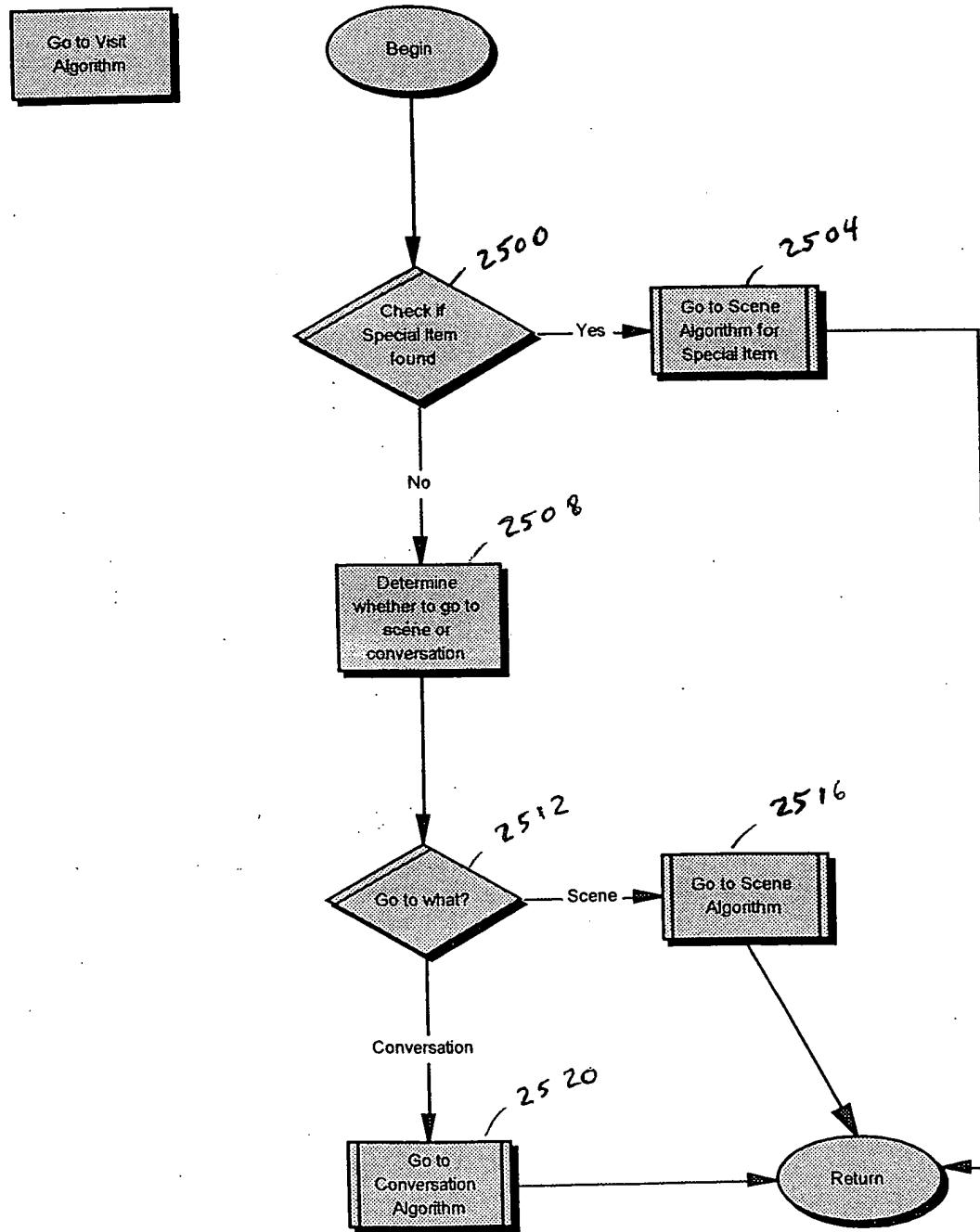


FIGURE 26

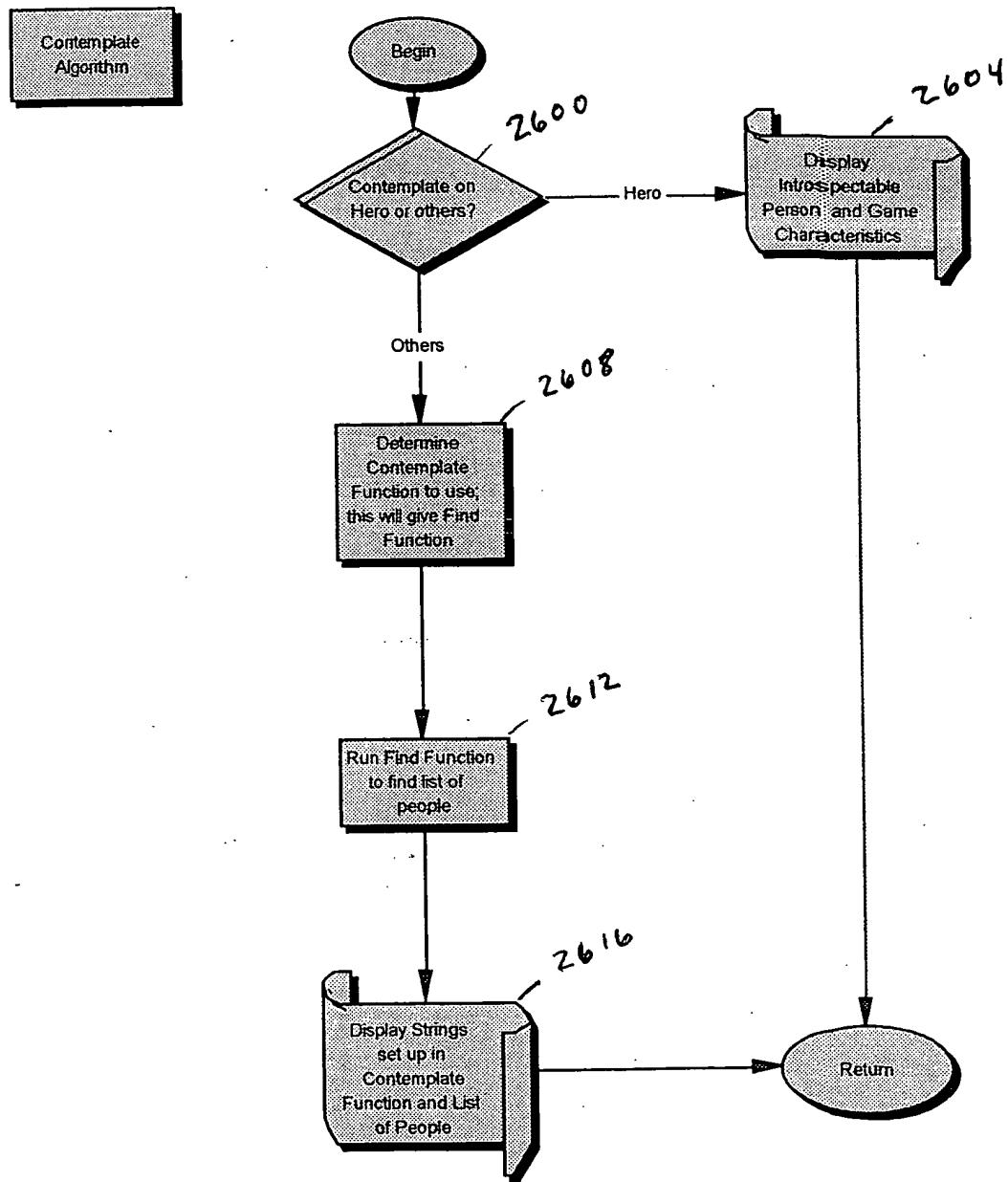


FIGURE 27

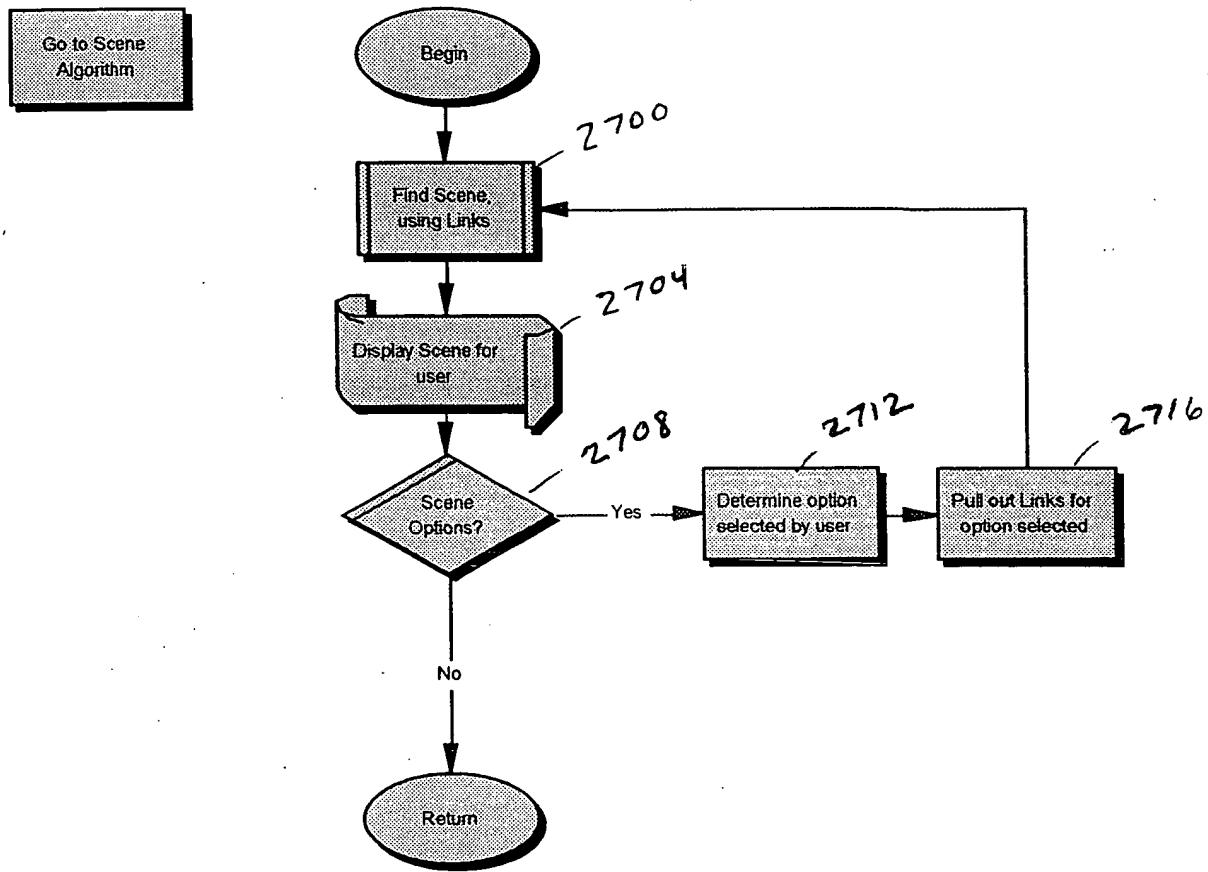


FIGURE 28

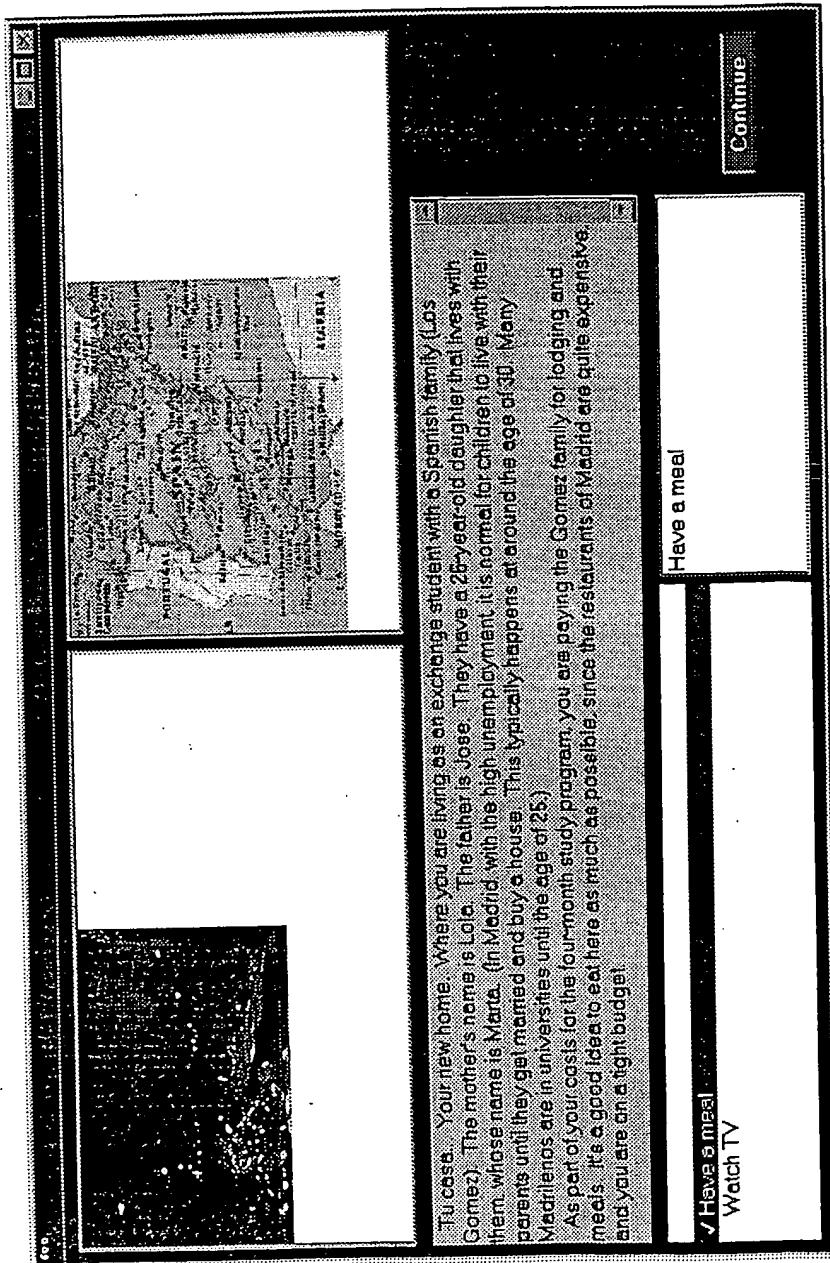


FIGURE 29

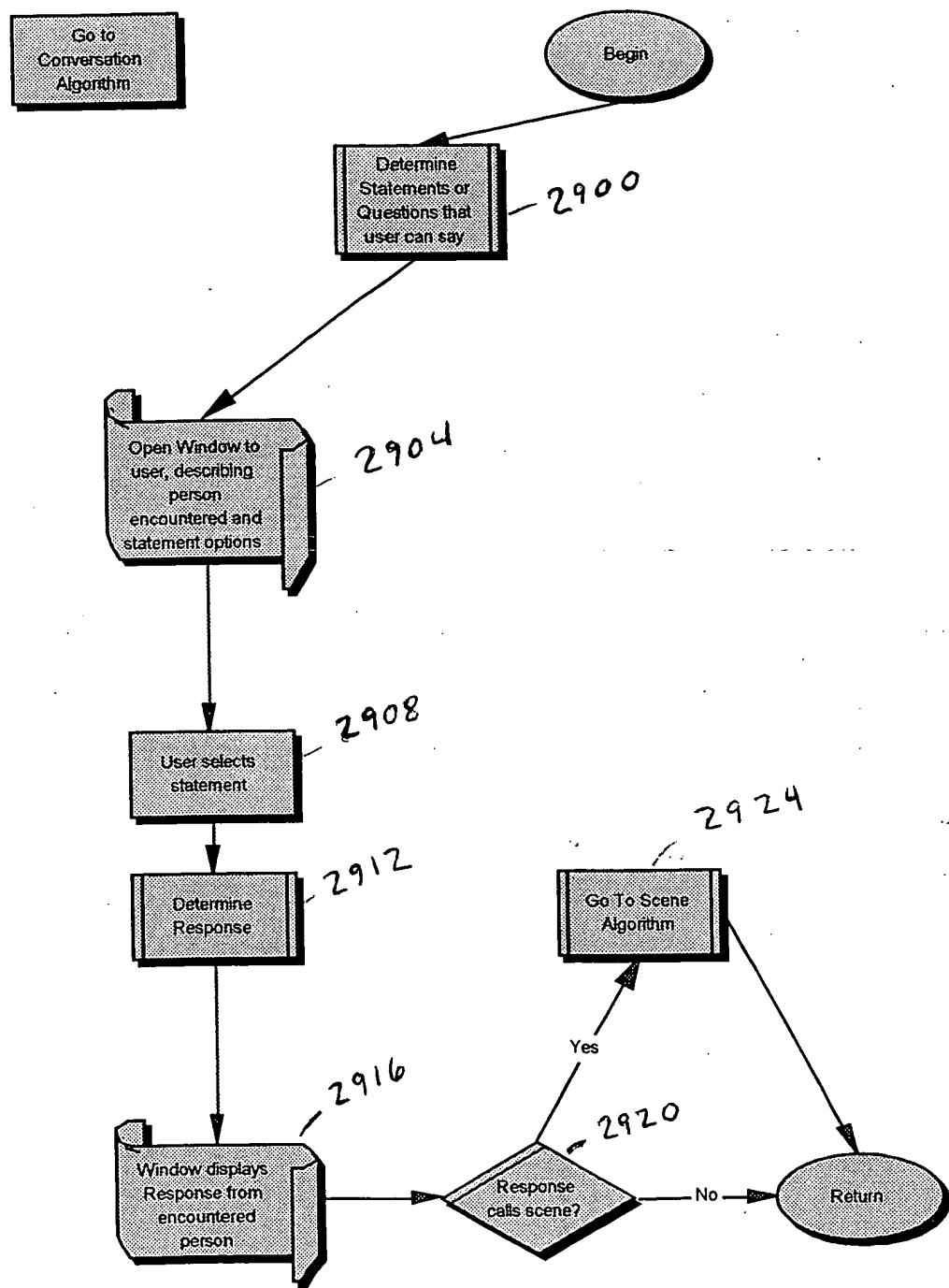


FIGURE 30

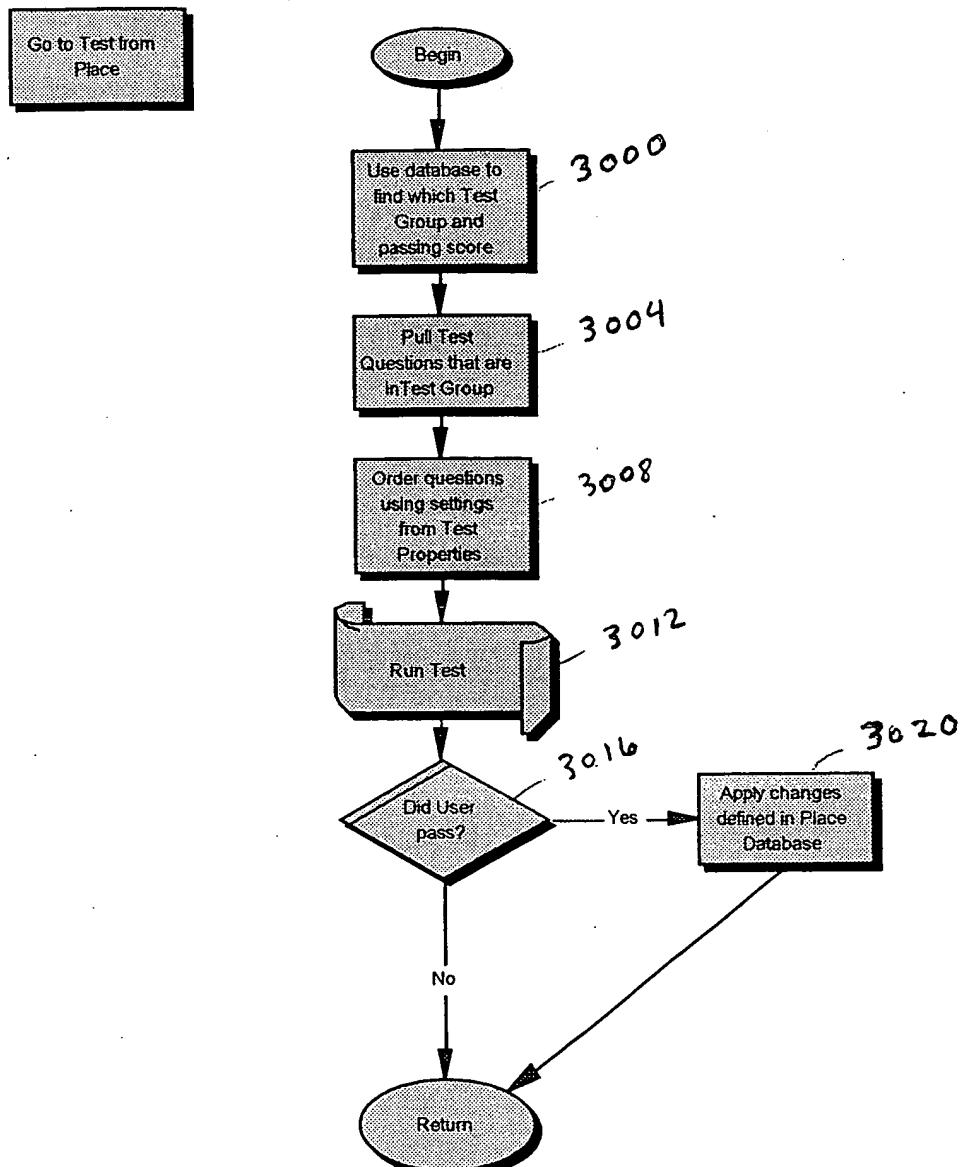


FIGURE 31

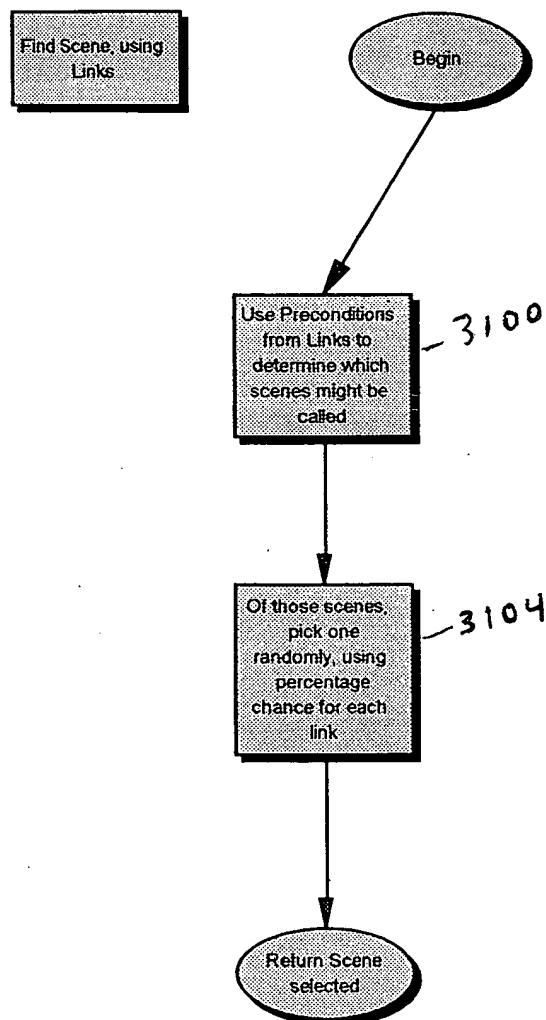


FIGURE 32

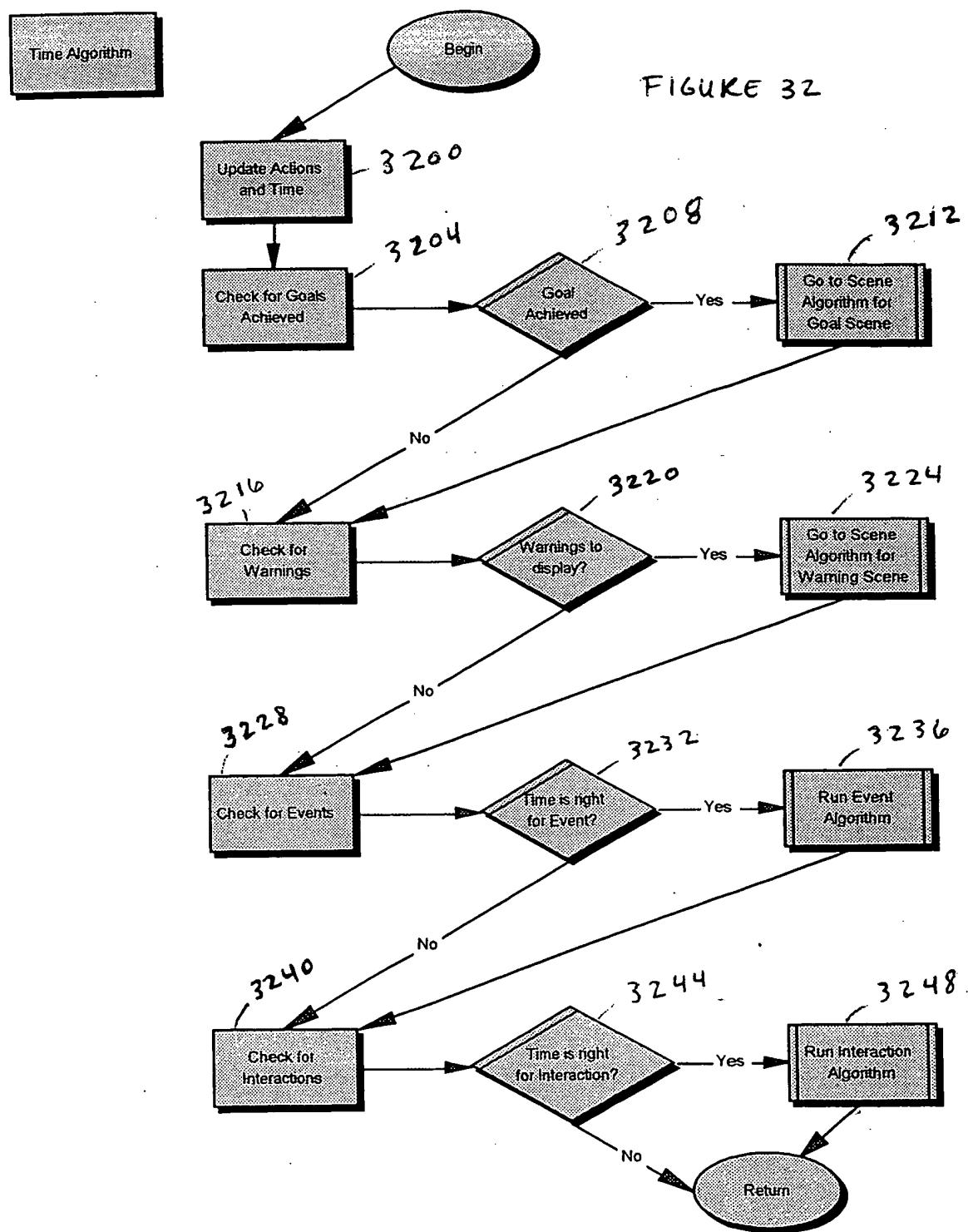
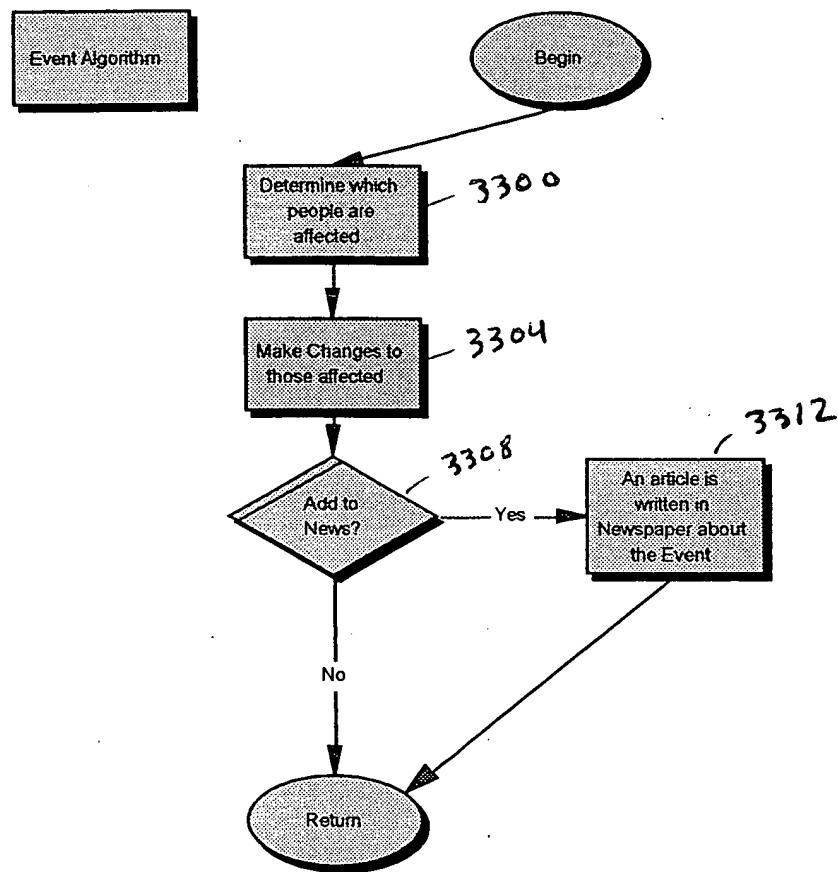


FIGURE 33



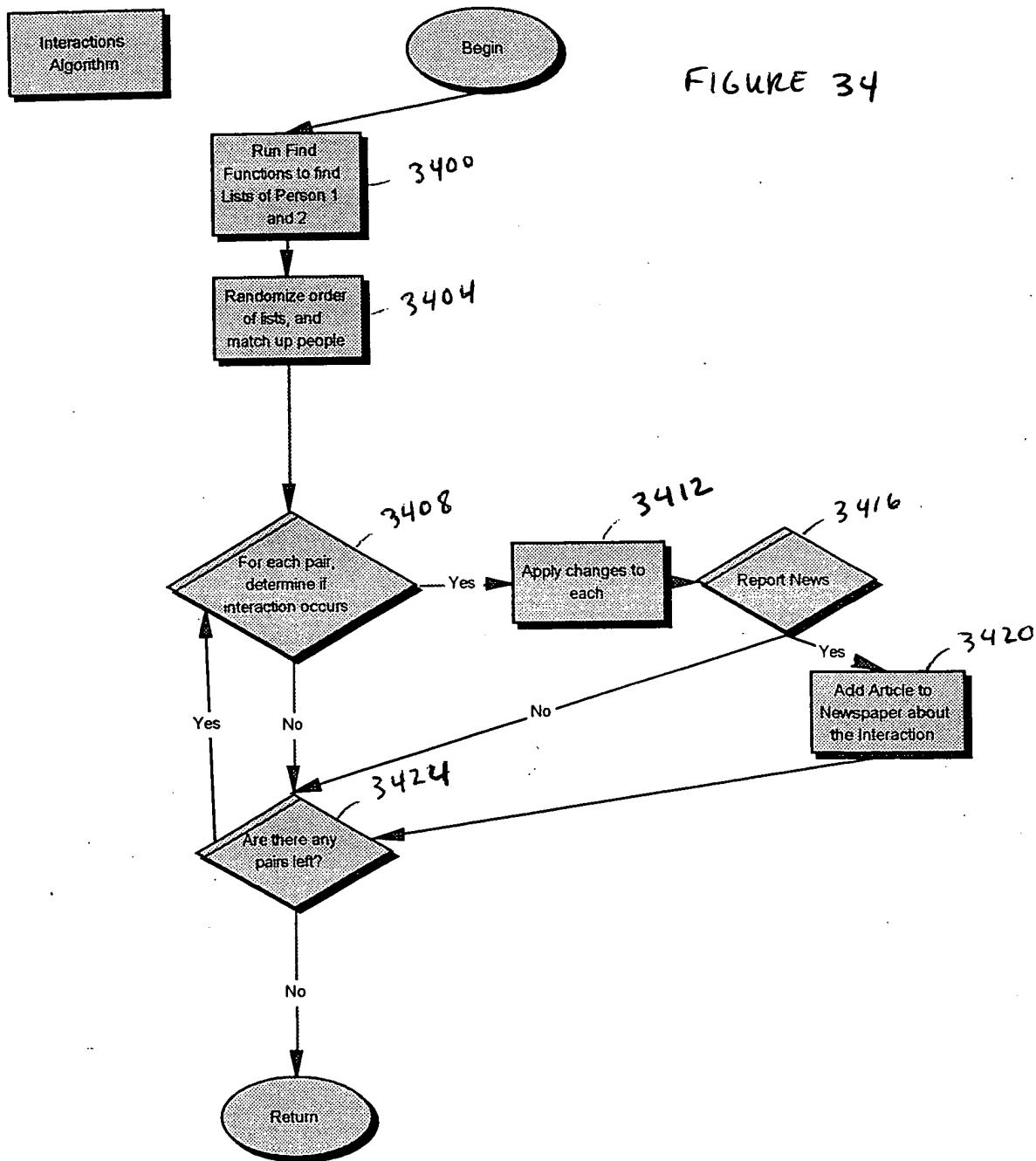
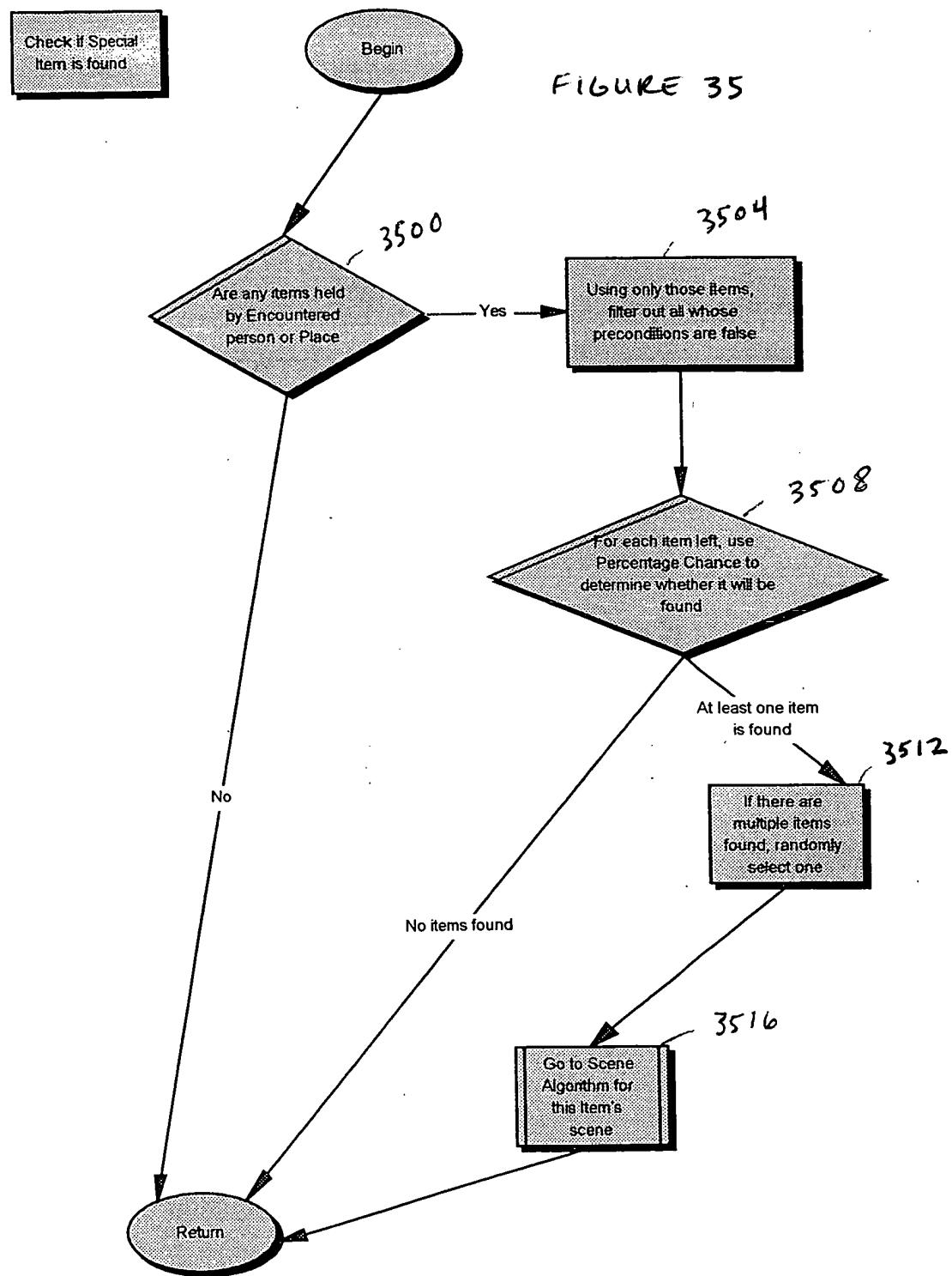
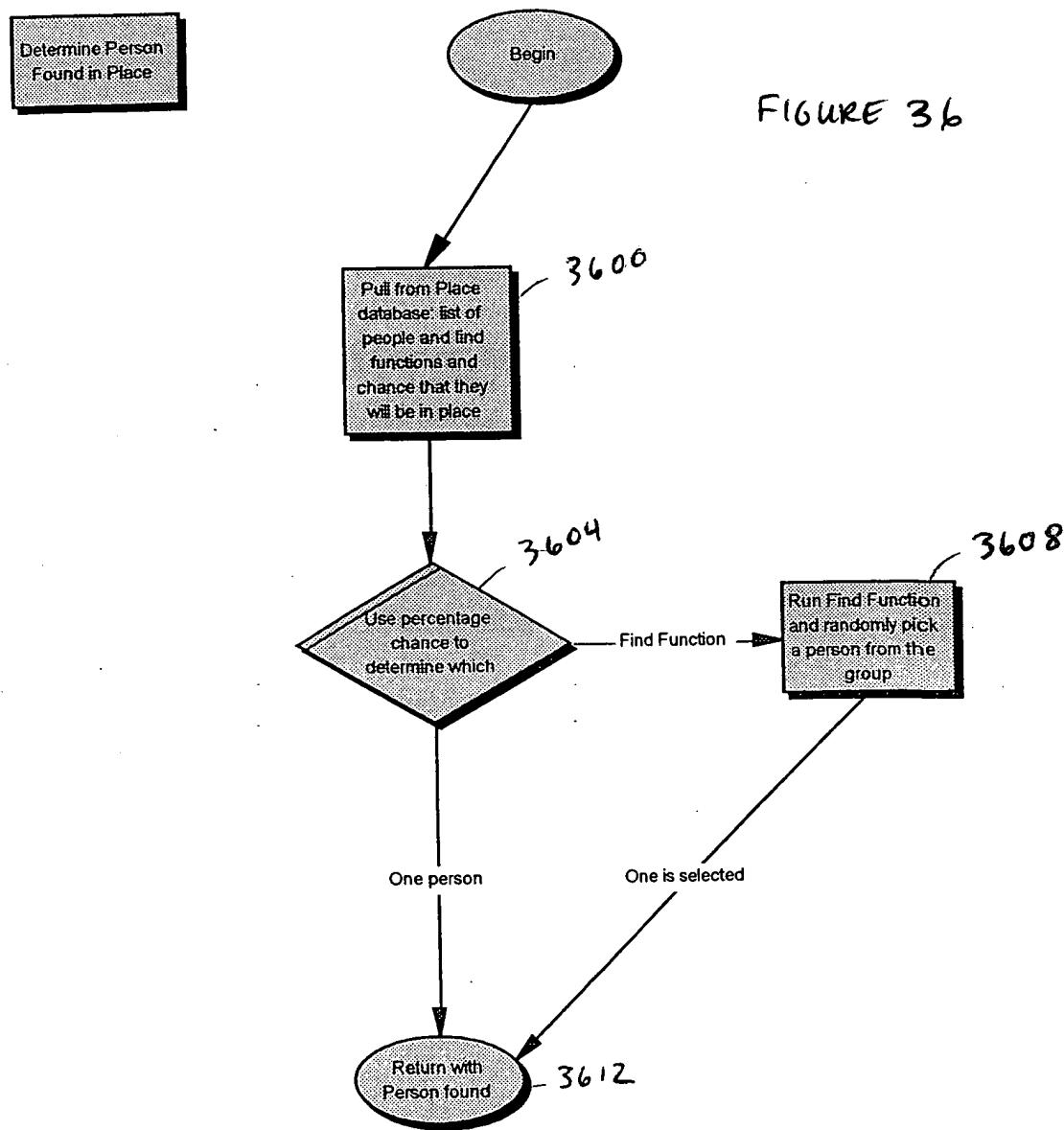


FIGURE 35





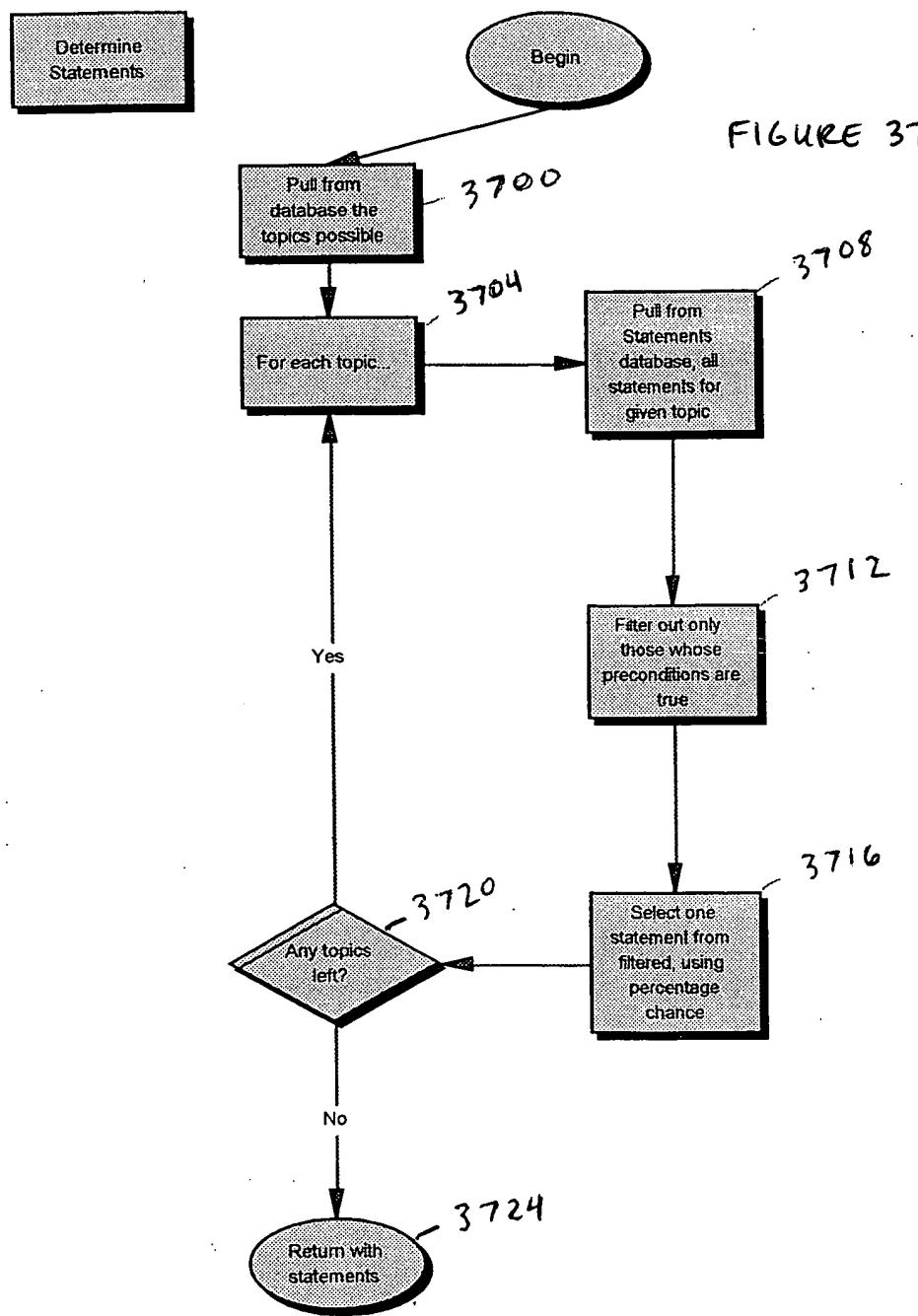


FIGURE 38

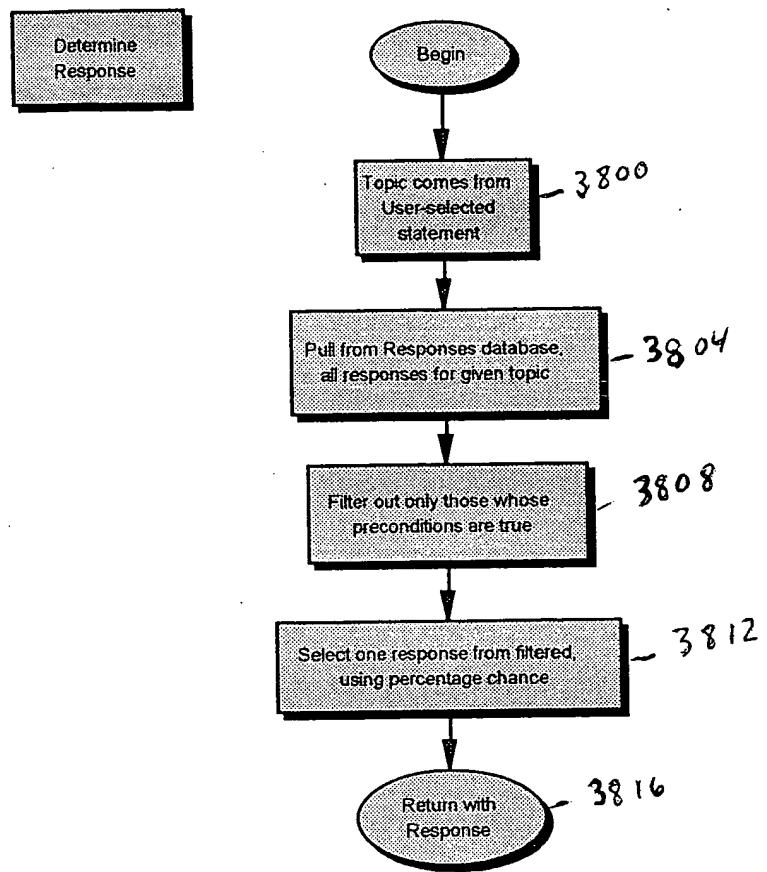


Figure 39: Simulation DB for each object

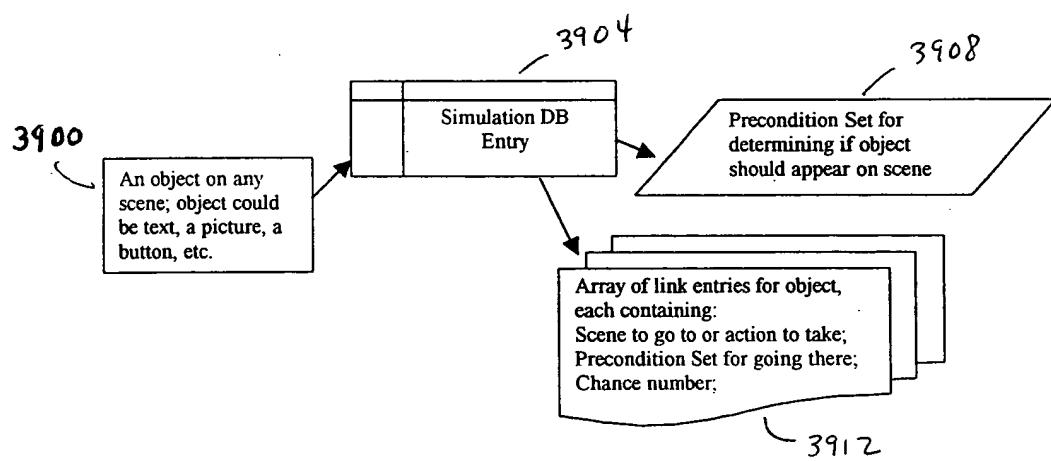


Figure 40: Precondition DB

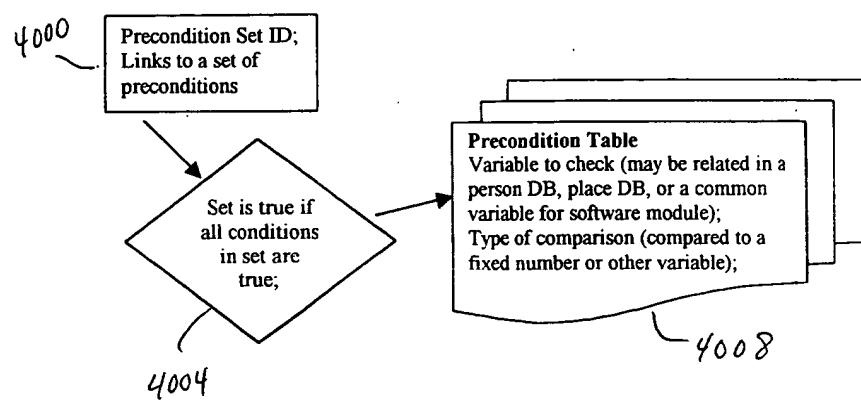


Figure 41: Chance Number Application

